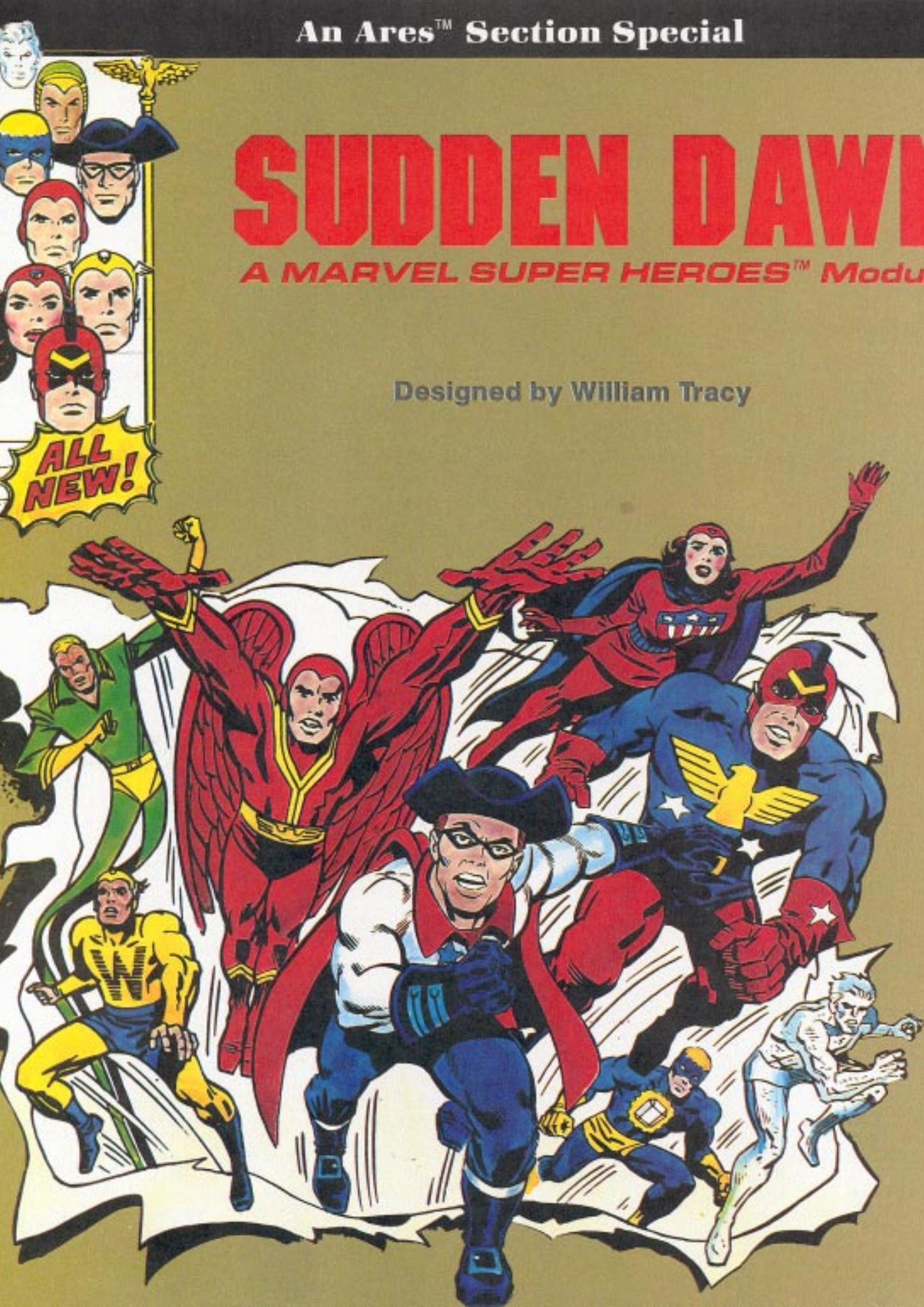


An Ares™ Section Special

SUDDEN DAWN

A MARVEL SUPER HEROES™ Module

Designed by William Tracy



Many believe that the Marvel Universe™ began in the 1960s with the birth of the Fantastic Four™, the Hulk™, and Spider-Man™. In actuality, comic-book heroes have been around for much longer than that. During World War II, costumed heroes were quite famous, fighting in Europe or on the home front against the Axis powers.

According to the history of the Marvel Universe, the most famous of these heroes joined together to form the super-team known as the Invaders™: Captain America™, Bucky™, the Human Torch™, Toro™, and the Sub-Mariner™. In early 1942, the evil Nazi genius known as the Red Skull™ was able to gain hypnotic control over all of the Invaders except for Bucky. Bucky broadcast a radio appeal for help and was answered by a number of costumed heroes; this new group was christened the Liberty Legion™. The Liberty Legion prevented the mind-controlled Invaders from performing acts of sabotage, and during a climactic battle between the two groups, Toro flew into the Red Skull's airship and destroyed both it and the hypnotic-control device.

The Liberty Legion members elected to stay together to stop Nazi sabotage in America, while the Invaders went back

to fight overseas. One of the most important missions the Legion ever tackled came in 1944, but little was ever heard about it because of the nature of the mission. Only now can the full story be told. . . .

This adventure is designed for a Judge and eight players. It is possible for fewer players to participate, if several players wish to run multiple characters. More may play, using characters from the Invaders. Captain America appears in the boxed MARVEL SUPER HEROES™ game, the Sub-Mariner was listed in DRAGON® issue #89, and Bucky appears in the MARVEL®-Phile of this issue. Compared to the Liberty Legion members, however, Captain America and the Sub-Mariner are exceptionally powerful. As an alternative, time-traveling heroes from the modern world might voyage back to help out, or super-soldiers such as Nick Fury™ might be added to the adventure. If more heroes are used, the Judge should increase the power of the opposition by 3-4 more soldiers per hero per scenario, or he should increase the Karma of the Marvel Super Villains™ by 100 points apiece. Players may, of course, use original characters.

Note: If the Sub-Mariner is used, he should be granted Excellent body armor from his dense skin.

Though the founding member of the Liberty Legion, Bucky, has gone to Europe, the group is carrying on as usual. The Spirit of '76™, a hero from a British hero group (the Crusaders™), has returned home, however. He will be recruited into the adventure in the first chapter as a player character.

The Judge should read through this entire adventure carefully and should be especially familiar with the powers of Baron Blood™, the mastermind behind Project: Sudden Dawn. A Marvel vampire is a terrible opponent, and Baron Blood was one of the worst next to Dracula™ himself!

At all times, the villains should act with reason and forethought, and they should be played so that they act as nasty and as rude as they do in comic books. Common soldiers and spies obey their masters implicitly, but villains (especially the ones in the Super-Axis™) are often consumed with hatred for one another as well as for their heroic foes. Though the Super-Axis villains claimed to fight for Hitler, in truth they selfishly fought for their own individual fame and power.

PLAYING NOTES

The referee may set up the game by removing the player character cards stapled in the center of this magazine, cutting them apart, and passing them out to the players. The players may then choose which heroes they wish to use.

A brief glance over the heroes for this adventure reveals that they are much weaker than most costumed crimefighters in later eras. Care will have to be used to complete the adventure if the heroes are to remain in one piece! Players should be given time before the adventure starts to discuss possible strategies for making it through dangerous situations.

The use of a Karma pool is suggested, particularly if the players work well together. Be aware that killing an opponent will destroy the entire Karma pool. If each hero donates half of his or her Karma to the pool, the Liberty Legion and Spirit of '76 will have 98 Karma points to share.

The maps required for this adventure are those provided with the various module packs and with the boxed MARVEL SUPER HEROES game set, save for the ones in Chapters 2 and 4. Each chapter lists the maps required. Judges should ensure that they have the proper

maps before the game gets under way, or else they should generate their own maps. Counters for all the heroes and villains in this scenario will have to be created by the Judge and players. Counters for vehicles, crowds, soldiers, spies, etc., should also be generated.

If a hero is injured severely enough to require hospitalization, a new player character may be substituted in later scenarios. The Judge may declare that heroes who would be killed in this adventure are sent instead to the hospital for several months, requiring substitution of a new player character. New heroes may be chosen as noted above; Bucky is strongly recommended.

In role-playing the heroes, the main characteristics they all share are patriotism, moral integrity, and a hatred for the Axis. Patriot™ emulates Captain America in personality and is one of the more even-tempered of the heroes. Blue Diamond™ is rather hot-headed and impulsive. Jack Frost™ is aloof, being a nonhuman, but friendly. Whizzer™ and Miss America™ are quite attracted to each other. Thin Man™ and Red Raven™ are excellent friends. Bucky (if used in this scenario) is fervently patriotic and active, but may act before he thinks.

Spirit of '76 is also highly patriotic, and often insists that his fists can solve any problem a villain gives him.

Heroes and bullets: One important consideration concerns protection from flying bullets, which the Nazis in this adventure fire by the thousands. Heroes with no armor protection should use stealth and their wits to defeat armed foes. Villains in the same area as a hero attack only with fists, knives, clubs, and the like.

Blue Diamond has little to worry about, even from artillery fire. Red Raven and Spirit of '76 have some protection from bullets from their costumes. Jack Frost can make ice shields, and Thin Man can either absorb or dodge some bullet hits by thinning.

It must be noted that none of the heroes like using guns or rifles, and Spirit of '76 is particularly adamant about using only his fists to stop crimes. Each time a hero uses a gun, this should cause a Karma loss of -10 (-20 for Spirit of '76) for that hero. The only time this Karma loss can be avoided is if the heroes are confronting Baron Blood, when special weapons must be used. There is **no** Karma loss for killing Baron Blood, since he is already dead!

Chapter 1: THE BLITZ BEGINS!

CAMPAIGN

Read the following to the Liberty Legion players.

It's May, 1944. Rumors circulate daily throughout the streets of New York City of a possible Allied invasion of Europe, coming within months, weeks, or even days. If the Allies can gain a toehold on Fortress Europe, the days of Nazi Germany are numbered.

The end of the war would come none too soon. So far, America has been spared the devastation visited across the rest of the world. Your worst fears are that Adolf Hitler and his Super-Axis allies will find a way to bring the war to your own shores. U-boats already patrol the Eastern seaboard and torpedo ships which leave the harbor.

cont . . .

JUDGE'S INFORMATION

The heart of this adventure concerns both the attempted theft of the Manhattan Project's atomic secrets by agents of the Super-Axis and the subsequent attempt at atomic extortion. Under the direction of the red Skull in Berlin, Baron Blood has assembled a force of soldiers, agents, and super-powered characters to steal information on the Manhattan Project from the U.S. Army. The relative success of the heroes in stopping this plan in early stages of the adventure has a direct bearing on the power of the primitive nuclear device constructed in chapter 4. If the heroes are alert, the bomb will be relatively weak and have little effect. If they slip up, however, things could be quite dangerous later on. . . .



Lately spy and sabotage activities have been at a low. You sense that the enemy may be preparing to strike at America's war industry, and each of you has tried to discover such plans without success.

Now it's Friday afternoon. You are gathered at a local radio station, enjoying a break. Patriot has just finished his weekly broadcast about the war effort, and you are discussing your plans for the coming week. Abruptly, one of the sound engineers breaks into your discussion. Some sort of disturbance is going on down the street, and the police are calling for assistance — meaning you!

The referee should use the city map from the boxed MARVEL SUPER HEROES game set. The radio station where the Liberty Legion begins play is on the first floor of the Krupp Building; they may leave the building at the start of the scenario. The sounds of gunfire may be heard from the western end of town, around 7th Avenue.

Read the following to the Spirit of '76 player.

You've only been off the plane an hour now, but already you feel as if you've never left America. If it weren't for your special assignment, you'd be tempted just to wander the streets of New York and enjoy yourself.

But for now, you've other things on your mind. British intelligence services intercepted a special message. Some of Nazi Germany's most dangerous super-powered agents have come to America, and you know it can't mean anything but trouble for the Allied cause. You've got to stop them any way you can. You didn't have time to warn the proper authorities or get authorization for military backup, so you've come alone to do what you can. The Globe Press building is going to be the first target of Axis sabotage — but why? You aim to find out!

Spirit of '76 may start the scenario anywhere around the block where Globe Press, Minski's Foods, and Ace Handling are located. He is wearing a trench coat, but is ready to throw it off at a moment's notice and attack.

Unknown to the Liberty Legion, a force of criminals has been secretly hired by Agent Axis™, a top enemy spy, to rob the jeweler's store and keep the local police and heroes busy. The important action is about to happen over at the Globe Press building. There, Agent Axis and a force of disguised German soldiers are going to attack the offices of Globe Press. A Nazi agent discovered that the U.S. Army was using Globe Press as a secret research center for work on the Manhattan Project, the project to build the first atomic bomb. Agent Axis intends to steal as many of the notebooks and diagrams in the building as he can find. This is the first step in Baron Blood's master plan.

BATTLE

The initial action revolves around Rosenstein's Fine Jewels. The Judge should set up four thugs (as per the Campaign Book, p. 27), armed with handguns, in and around the jewelry store. A police car is parked at the corner of Garfield Street and 7th Avenue, and two police officers (as per the Campaign Book, p. 27) are exchanging gunfire with the robbers in front of Rosenstein's. All nearby pedestrians have fled, except for a young boy outside of Crystal's department store (corner of Arthur Street and 7th Avenue). The boy is too frightened to either run or to seek cover.

The gunfire continues for four rounds. In the third round, one of the officers is wounded and knocked down. In the fifth round, the robbers head for the alley behind Rosenstein's to jump into a waiting getaway car. (The driver is a pistol-armed thug.) In this same round, unless the heroes have moved him, a stray bullet hits the boy in front of Crystal's, seriously wounding him. The getaway car starts to leave the alleyway in the sixth round, heading south on Garfield Street at top speed (to draw police and heroes away from Globe Press). If the getaway car leaves the game map, the robbers have escaped.

If at any time it is possible for the thugs to capture a hero, they will do so

and hold him (or her) as a hostage to ensure their escape. They will later demand a ransom; the Judge should handle this as seen fit.

In round seven, the entire side of the Overton Storage warehouse facing Garfield Street explodes, doing Excellent damage to anyone in the two Garfield Street areas beside the building. (The building was secretly taken over by Nazi agents and has been used as a staging area for the assault on Globe Press.) A large tank with a flamethrower mounted in place of a tank gun then rolls out of the building over the rubble and takes up a position facing south along Garfield Street.

The experimental Nazi flame-tank has Excellent control, Poor Speed, and a Remarkable-strength body. The flamethrower mounted on the tank's turret has a range of 2 areas and does Remarkable damage to all that it hits. Anyone hit by the flames may attempt to make a Red FEAT roll for Agility in order to escape most of the flames and take only Good damage. Each time the tank fires, make a FEAT roll in the Remarkable column. A Red result means the tank's flamethrower jams for that round, though it may try to fire normally in the next round. A roll of 00 indicates that the tank flamethrower has broken down; the vehicle is able to move, but the weapon is permanently jammed. A roll of 01 indicates that the tank's drive system has jammed; the tank stops, though its flamethrower still works. The tank is crewed by two German soldiers armed with pistols.

On the round after the tank rolls out into the street, ten black-hooded and heavily armed men (Nazi soldiers, as per the NPC capsules at the end of this module) charge out, led by Agent Axis (wearing a black suit and a black slouch hat). The soldiers are armed with six pistols, two rifles, and two submachine guns. One soldier armed with a pistol also carries two hand grenades, one of which he will use to blast his way into the front door of the Globe Press building. The extra grenade is for meddling hero-types. Agent Axis carries a submachine gun and two pistols. Grenades are treated as per the Campaign Book, p. 17.

The Globe Press building is unoccupied except for two American soldiers (as per the Campaign Book) with one pistol and one rifle each. Both will be incapacitated when the grenade-using Nazi blows up the front door, where they were standing. The plans and notebooks that Agent Axis wants are locked in a file drawer near the center of the

building. If he spends two complete rounds in the building without performing any other actions, Agent Axis will discover the notebooks and steal them.

Agent Axis wishes to avoid capture at all costs. His henchmen will do everything they can to help him escape, even at risk of their own lives. Three getaway cars are parked on Garfield Street in front of the Midtown Utilities Building; Agent Axis and his fellows head for them as soon as the notebooks are recovered. The drivers of all three cars start their engines as soon as the attack on the Globe Press building begins; drivers are treated as thugs (as per the Campaign Book) and are armed with pistols. The cars split up and attempt to leave the game map, heading in the direction of Rathbone Park at high speed. If any car leaves the eastern edge of the game map, the occupants are assumed to have escaped. When Agent Axis and the soldiers head for the getaway cars, the tank crew will abandon their vehicle and leave with the rest.

The Judge should locate a few other parked cars around the area, to avoid casting suspicion on the getaway cars. However, a hero making a Yellow Intuition FEAT roll within one area of the parked cars notices that the drivers are acting suspiciously (checking watches, looking up the street, not fleeing when everyone else has, etc.).

As above, if it is possible for Agent Axis or his men to capture a hero, they will use the hero as a hostage to ensure their escape. The hero will not be ransomed. Instead, the Nazis will attempt to ship the hero back to Nazi Germany, where horrible experiments, torture, and brainwashing may await him.

If Agent Axis sees that the experimental flame-tank is in danger of being captured, he will pull out a small, hand-held radio control device and push the red button on it. This will cause the tank to explode. Anyone inside the tank will take Amazing damage; those outside the tank in the same area will take Incredible damage, and anyone one area away from the tank will take Good damage. Agent Axis won't mind killing the tank crew if he feels it necessary. He will definitely blow up the tank once he and his men are leaving, before he exits the game map. Only grappling with Agent Axis, shooting the transmitter box, or freezing his hand (using Jack Frost's powers) will stop him from accomplishing this. Assume it takes one round for him to pull the radio-control device out and another round to push the button, allowing the heroes time to react.

The Judge may add extra NPCs to this scenario, such as newly arrived police cars, crowds of curious onlookers, and well-meaning citizens who try to stop the bad guys from doing whatever they're doing. Appropriate Karma bonuses and penalties should be awarded to the heroes for saving innocents, assisting with rescues, and so forth. Note the section on crowd reactions in the Campaign Book, p. 28.

AFTERMATH

If Agent Axis is captured, he will refuse to talk, and he will be held for trial on espionage, sabotage, and other other crimes. It is highly likely that rescue attempts will be made by other Super-Axis agents later on.

If the soldiers with Agent Axis are captured, they will initially confess very little. They were assigned to this mission by Agent Axis, but have no idea of what they were to steal or who is in charge of this project. They only know their mission was of critical importance to the Axis cause. Some men will be openly contemptuous of the heroes, particularly the most popular heroes. Any hero who manages to get a Nazi soldier or spy to talk (Campaign Book, p. 28) will learn that the men are fearful of punishment from their superiors for having failed to accomplish the mission.

Anyone reading the papers that Agent Axis was attempting to steal discovers (after a Yellow Reason FEAT roll) that they are covered with complex mathematical and physics formulas on radiation. Nothing else of value can be discerned from them, except by Red Raven or Thin Man. Either of these characters are capable of discerning that these papers could be describing the effects of splitting the atom. Loose talk about these papers or the Manhattan Project will anger the Army, and possibly cause the hero to be detained and interrogated himself temporarily.

After the battle, the Liberty Legion and Spirit of '76 are contacted by high-ranking officers in the U.S. Army. They are sworn to secrecy, and made to understand that what they are about to learn is classified material of the highest importance.

The research being conducted at the Globe Press offices is only one small part of an important American project to create a weapon that will hopefully end the war. To maintain the project's secrecy, the Manhattan Project has been split into several departments which know nothing about each other. Each department is working on a different

aspect of the weapon's design and development. Nothing more can be said about the weapon itself, except that it will be of unheard of power and destructiveness. The Army officers treat the project with grim seriousness. They never use the words "atomic bomb," "fallout," "nuclear weapon," or the like. They want the project to stay secret, even from heroes. After all, if the Red Skull could brain-wash the Invaders . . .

Unfortunately, Hitler is believed to have learned of the project, and a similar weapons program is in progress in Nazi Germany. Though Hitler is skeptical of the weapon's power, he has allowed funding for the project. So far, limited success has been achieved, but with no working prototype.

Thus, Hitler has decided to have information on the American project stolen by his agents. Possession of this material would hopefully fill in the gaps in their knowledge. British agents learned that the assault on the Globe Press building was the first phase of this plan. Though Spirit of '76 was flown back to the United States in order to warn the authorities there, he wasn't able to reach them in time, so he went ahead to the site of the first attack.

The Army now wishes the Liberty Legion to defend two other important sites from possible Nazi aggression. Intelligence sources have learned that these places are the ones most likely to be attacked, and the Legion has to move immediately to defend the next target

on the list. If desired, extra help can be received from the Army and from the Office of Strategic Services (the wartime intelligence service that later became the CIA) to replace lost manpower.

Heroes may heal up to twice their Endurance before the next chapter.

The Blitz Begins KARMA

Prevent boy (or other innocents) from being wounded	+30
Capturing Agent Axis	+20
Stopping theft of notebooks	+20
Each wounded policeman and soldier assisted	+15
Capturing tank intact	+15
Each thug, enemy soldier, or spy captured	+10
Each getaway car prevented from leaving map	+10
Each thug or enemy agent (including car drivers) escaping the map	-10
Each hero captured/incapacitated	-20
Agent Axis escapes without notebooks	-20
Loose talk about Manhattan Project	-20
Agent Axis escapes with the notebooks	-40
Killing any enemy, including Agent Axis	-All

Other Karma awards and penalties may be given out as the Judge sees fit, as per the Campaign Book.



Chapter 2: THE LIBERTY LEGION BOWL

CAMPAIGN

The Thin Man will be asked to fly his special aircraft to the place where the U.S. Army believes the Nazi agents are ready to strike next. The Liberty Legion plane is described on the Thin Man's character card. The plane can hold the entire Legion, plus the Spirit of '76, though it may be a tight fit. If Thin Man is incapacitated or not used, the group will be flown to their destination, but will have no time to prepare for the encounter and will not have the use of any aircraft.

Thin Man's plane is especially constructed to take his elastic and far-reaching arms into account. Anyone else using the plane must make a Green Agility FEAT every two rounds when flying the plane to avoid crashing, as well as making a Yellow Reason FEAT at first to understand the plane's control situation.

The Legion is instructed to fly to the University of Chicago, to the Stagg Football Field. The Army grants the Legion permission to land in the field parking lot, which is easy to do since the current college dean hates football and the lot is empty. The Legion arrives before dusk.

Before leaving for Chicago, Patriot is given a special message from an Army general associated with the Manhattan Project. He is informed that a research center has been set up beneath Stagg Field, and the center is to be defended at all costs. The work going on there is critical to the success of the project. Dangerous materials are stored there as well. A special telephone was secretly installed in the stadium of the field for the heroes to use to summon help; military units are standing by, but at a distance (so as not to scare the villains away, if they come).

If the characters arrive on the Liberty Legion plane, they will have two hours to plan their strategy for the next encounter. The Liberty Legion plane may be moved aside and covered by tarps. If they arrived on another plane, they will get to the field in a regular automobile only one round before the Nazis arrive.

The map required for this chapter should be generated by the Judge. A small-scale version of the map, which is easy to reproduce and uses staggered square blocks, appears at right. It

essentially depicts Stagg Field, the bleachers around it, and other relevant scenery. The map squares should be about 1" to 1½" wide, each one representing an area about 20 yards across. The map is not meant to be an exact replica of the real Stagg Field; it is only the way it looked in the 1940s of the Marvel Universe.

The materials used in the stadium at Stagg Field are as follows: goalposts — Good; walls between field and benches — Excellent (5' high); benches — Poor; railings in stands — Excellent; doors to underground complex — Incredible.

Note the location of the secret telephone. A military operator located near the stadium will answer the phone if the receiver is picked up. He can summon any reasonable assistance, including police, fire, medical, and military aid. (Military aid, for obvious reasons, will arrive first.)

Just after darkness falls (which is when the PCs arrive if they are transported by the Army Air Force), the group hears the sound of a propellor-driven plane approaching the field from the east. After a minute, a strange-looking aircraft appears, moving slowly over the stadium stands and heading for the center of the football field. The aircraft appears to be an airplane standing up on its tail, with several fins and smaller propellers projecting from its sides. The plane is painted with a camouflage style that anyone making a Yellow Reason FEAT roll will recognize as a typical German design.

The aircraft is an experimental model of a VTOL (Vertical Take-Off and Land-

ing) vehicle. The plane has Excellent control, Good speed, and a Good body. It is armed with two machine guns mounted on its sides which do Remarkable damage at a range of 10 areas; the guns fire with Good Agility.

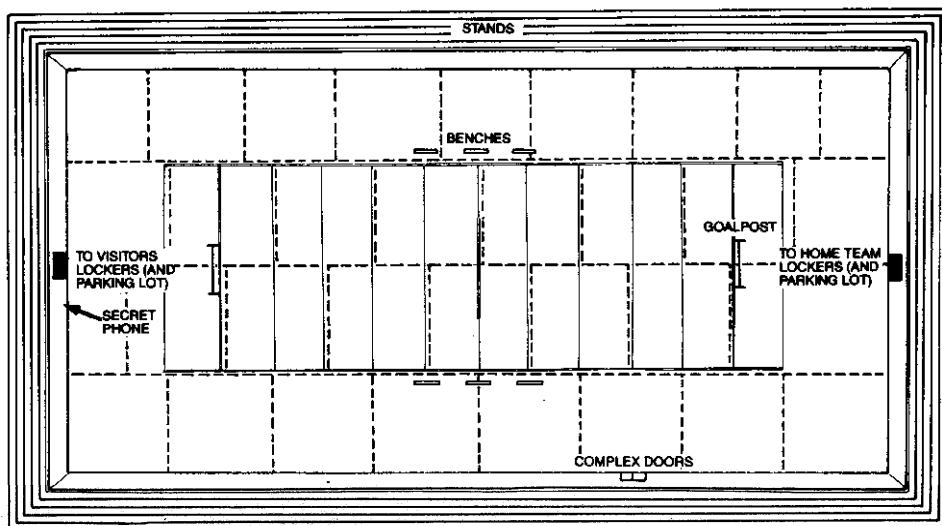
Unless it encounters heavy ground fire or is made to crash, the plane lands in the center of the football field. Two rounds later, as the main propellor is winding down, two costumed beings and eight submachine-gun armed Nazi soldiers (wearing normal American clothing) leave the plane by a folding stairway at the bottom. After one round of hasty conversation, one of the costumed beings (a giant woman) leads the soldiers across the field to the large doors leading to the complex beneath the field. The costumed man will fly into the air and slowly circle the field, looking for costumed heroes, police, or military people to attack.

The military forces near Stagg Field have heard and seen the VTOL's approach. They arrive shortly after it appears over the field, as noted below.

BATTLE

The costumed man and woman are two super-powered Nazis: Master Man™ and Warrior Woman™. Warrior Woman is in charge of the mission to break into the underground complex, steal as much as possible, and destroy everything else.

If not interrupted, Master Man continues to fly in a circle around the field until the U.S. Army arrives in force. Meanwhile, Warrior Woman reaches the



doors leading to the underground complex, destroys them in one round, and charges inside with her henchmen. After six rounds underground, Warrior Woman and five of her soldiers emerge (the other soldiers were killed or wounded in the raid), bearing numerous papers and pieces of equipment. They head for the VTOL plane, board it in two rounds, summon Master Man, and take off. It takes three rounds for the VTOL to warm up to the point that it can fly again, once the pilot sees people returning to the plane. One Luftwaffe pilot (unarmed, with Typical stats) and two soldiers armed with submachine guns remain aboard the ship at all times.

If any heroes appear, Warrior Woman direct her soldiers to spray them with submachine-gun fire. She then has Master Man attack and joins in the battle herself. She attempts to subdue and capture any heroes she can, taking them aboard the VTOL plane. If any of her men are wounded, she will direct others to pick them up and bring them aboard the VTOL if possible. If Master Man is put out of action, Warrior Woman will abandon him and attempt to escape. If Warrior Woman is knocked out, Master Man will attack until he is defeated or he defeats the heroes; the soldiers will flee in the meantime. Neither super-character will flee otherwise.

If any of the enemy forces escape in the VTOL, the Liberty Legion may attempt to pursue them using Thin Man's special aircraft. The chase occurs at night, of course, and the Judge may add additional problems to the fight — such as civil defense forces mistaking the dogfighting planes for an enemy raid, which will soon produce an attack by Army Air Force fighters. If the Liberty Legion has no plane, the Nazis escape and make their way back to a hidden base in upper New York state.

If the VTOL takes a Red "Kill" roll from any missile weapon, the main propellor on the craft has been hit. The VTOL immediately drops from the sky and crashes, doing Remarkable damage to all occupants. If the ship takes more than Good damage from any attack, a "Bull's-Eye" result means that a passenger has been injured. Select a passenger at random inside the VTOL and apply the results of the attack damage (minus the Good body armor of the VTOL) to him. If the pilot is hit, the plane will crash at once, as noted above.

Warrior Woman and Master Man, if they survive the crash of the VTOL, will stay and fight until overwhelmed or until they destroy all opposition and can

flee. They will then try to make their ways to an emergency hideout, run by Nazi spies on the outskirts of Chicago. Six rounds after the villains manage to break into the underground complex (if allowed to do so), the Army arrives. Four large trucks, each containing eight soldiers (armed with rifles, all as per the Campaign and Battle Books), a driver, and an officer (the latter two with pistols) pull up outside the field and unload. If any of the four officers fails to make a Green Intuition FEAT roll, he assumes that the heroes are also Nazi saboteurs, and orders his men to open fire on them as well as on the real Nazis.

AFTERMATH

Neither Warrior Woman (out of pride) nor Master Man (out of stupidity) are willing to surrender to Allied heroes; both fight until they are unconscious or flee (as outlined above). The soldiers with these characters surrender immediately when both of the super-Nazis are taken out of action.

Warrior Woman and Master Man are similarly hard to interrogate when captured, though Master Man may accidentally let information slip out under questioning if he makes a White (only) Reason FEAT roll during an interrogation session. Warrior Woman cannot be intimidated and refuses to talk at all if caught. The soldiers may be interrogated as per the Campaign Book, p. 28.

The soldiers only know that they arrived in the U.S. by U-boat and that they have been staying at a hidden encampment in New York state. There, they were assigned to work with the two super-Nazis in stealing some plans from Stagg Field's laboratory. They aren't sure what the plans were for, but several guess that the Americans are working on a poison gas bomb.

Master Man, if he slips, becomes angry and tells the heroes that they'll regret their deeds "vonce der Baron hears of zis!" He clumsily tries to cover his slip by denying that he said anything at all about a baron; he meant "der Führer" (i.e., Adolph Hitler). This clue is still confusing, as it could refer to either Baron Blood, Baron Zemo, or Baron Strucker, all of whom are major Nazi figures well-known to most American heroes. It could also mean some other baron, or it could be a code-name for the Red Skull.

The information on the papers that the Nazis are trying to steal deals with setting up an controlled atomic chain reaction, which is the nature of the

research going on beneath the football field. Some of the papers also deal with the process of creating an uncontrolled atomic reaction, which would release immense amounts of energy. Anyone making a Yellow Reason FEAT roll recognizes these facts after a short scan of the papers. The equipment represents samples of dampening rods used in maintaining a stable atomic pile. None of the equipment is radioactive.

When the battle ends, the military drops a security net over the entire operation, keeping out reporters and unauthorized civilians. Any hero who talks indiscriminately about what he or she has read in the stolen papers risks being arrested and temporarily confined by the military police.

The Army won't discuss the project going on at Stagg Field. Once the battle is over, the heroes are asked to head for the next high-security facility that may come under attack. Again, transportation is provided, granted that the Liberty Legion is not able to use Thin Man's plane. All heroes may recover two Endurance ranks of Health on the way to their next job. Injured or captured heroes may be replaced, as noted above.

<i>The Liberty Legion Bowl</i>	
KARMA	
Stop Nazis from entering the underground complex	+50
Capture Master Man	+40
Capture Warrior Woman	+40
VTOL captured intact	+20
Each Nazi soldier captured	+10
Each Nazi soldier who escapes	-10
VTOL destroyed	-15
Each American soldier injured by heroes	-15
Loose talk about Manhattan Project	-20
Each hero captured/incapacitated by enemy	-20
Nazis enter underground complex	-40
Master Man/Warrior Woman escapes	-40 each
Plans and equipment taken away by Nazis	-40
Enemy or friendly person killed by hero	-All
Other Karma awards and penalties may be given out as the Judge sees fit, as per the Campaign Book.	

Chapter 3: U-DAY!

CAMPAIGN

Read the following to the players.

Before leaving for the next assignment, you are given a brief — ing by an Army general. He tells you that the next point of Nazi sabotage has been discovered to be the Barclay Research Center, along a river near the New York coast. Your Legion is to land at a private airfield only five miles from the facility, two hours before dawn. Two jeeps and several Army officers will meet you there to take you on to the center.

The buildings at the research center have been evacuated. Unfortunately, much of the larger equipment cannot be moved. Rather than destroying it, the Army wishes the Liberty Legion to defend the equipment. The equipment is stored in one particular building. Other structures are the mess hall, barracks for workers and scientists, warehouses, and so forth. Your force must be stationed in the facility as best you can before the enemy assault begins.

Barclay Research Center is not a historical location, but existed in the Marvel Universe of World War II. The map used for the Barclay Center is the riverfront city map found with the MH AC 6, *New York, New York* game accessory. All of the labels for the buildings should be ignored for the purposes of this scenario, and should be replaced by the following:

The Dobson/Spartan/Le Grand block is now the main research building, where the most important machinery is stored. The Hayes Street Library/Museum block is the auxiliary research building, with other equipment. The Keeler-and-Thompson/DocTech block is now the research center's main office area, with lots of communications gear kept in the DocTech Labs area. The Arthur Street Bridge extends no farther than the edge of the map, becoming another pier (and all piers are owned by the research center). The three blocks near the river (Aiken's, Brand Corp. warehouses, and

the legend block) are normal warehouses, filled with assorted minor materials like clothing, foods, regular tools, etc. The Sutherland/Manchester/Highley block has become the rec center, gym, and mess hall. The triangular blocks in the lower left side of the map are entry gate buildings to the research center. All other buildings west of Harrison Street are barracks buildings (now empty), and all others east of Harrison Street are abandoned and empty. Ignore the private pier's fence.

The main and auxiliary research buildings are constructed of Excellent material (concrete). All other buildings are Typical in material strength (reinforced wood). The machinery in the two research buildings is made of Good-strength material, and the furniture found anywhere in the complex is of Poor material strength (wood). Piers and wharfs are of Typical material. All doors in the complex are of Good strength, except for the doors on the research buildings, which are of Excellent strength. The two research buildings have no windows.

BATTLE

The heroes encounter nothing except a stray dog (the camp's mascot) as they wait through the night. The dog is a carefree mutt that barks loudly and long at any costumed being he sees (FASE = all Typical, Health = 24, bites for Good damage). If the dog is harmed, then the scientists who normally live at the research center will be angered. The dog won't bite unless attacked first.

As the first rays of the sun cross the sky, a wake appears in the river and approaches the shore. Three rounds later, a conning tower from a U-boat surfaces across from the Keeler-and-Thompson building. The sub covers three areas, with the average width of a street. The conning tower appears in the center area of the three sub areas. The interior of the sub may be detailed by the Judge if desired, though it may not be necessary for the adventure.

The body and hatches of the submarine are of Remarkable material. The sub has Good control and speed.

On the round after the sub surfaces, a hatch opens and twelve Nazi sailors

The entire complex is surrounded (at map's edge, with the three areas in the lower left corner being excluded) by an electrified wire fence made from Typical material (Good damage if touched). No fence extends along the shoreline.

No building is higher than one story in this complex. All weapons and ammunition have been removed from the area.

All of the above information on building identifications should be passed on to the players before the heroes hide themselves in the area. The defense of the two research buildings is of greatest importance.

Special note: The Army has managed, at the last minute, to drop off numerous books and papers in the two research buildings that are filled with false information. Anyone who reads this material believes it to be no different in nature from any of the other secret material seen in the previous two chapters. However, the information does them no good if they decide to use it for building any nuclear devices. The Army will not tell the heroes at any time that the information is false.

(treat as soldiers in all respects) climb out. Ten, equipped with one submachine gun and one special grenade each, head for the research complex by climbing onto the Arthur Street pier from the bow of the submarine. Two other men remain on the sub, readying the deck gun mounted in front of the conning tower. Two rounds later, the gun will be ready to fire (as light artillery in the Campaign Book, p. 17).

One round after the U-boat surfaces, a costumed figure leap from the water onto the middle pier. Any hero seeing this person recognizes him as U-Man™, a renegade Atlantean working for the Nazi cause. U-Man is carrying a small pouch of waterproof equipment, containing a miniature camera and several waterproof bags (empty). His mission is to reach the two research buildings, break inside, take pictures of any interesting equipment, snatch all valuable-looking documents, and destroy all remaining equipment. It takes one round to break into a building, three rounds to take pictures, two rounds to snatch papers, and three rounds to destroy equipment in each research building.



The ten sailors entering the complex cautiously proceed into the heart of the research center, searching for hated Americans to kill. They continue to patrol the streets until such time as U-Man finishes his tasks. When his tasks are completed, U-Man runs for the Arthur Street pier, dives into the water, and leaves the scenario. The U-boat fires one warning shot from its gun over the water; the sailors then hurl their grenades into as many buildings as they can to destroy them. The grenades are incendiary in nature, setting fire to all materials within the area they detonate (Remarkable damage, followed by two rounds of Good damage from flames). Once this is done, the sailors flee to the

U-boat, where the U-boat's gun opens fire on the riverside offices and communications center, destroying them completely in three rounds. As the U-boat leaves, it continues to fire shells into the complex for six rounds, blasting all shoreline buildings into rubble.

The submarine contains eight more sailors, each armed with a pistol and having soldier statistics. If the submarine's armor is penetrated, the sub will sink in five rounds. Each man aboard the sub must make a Yellow Endurance FEAT in order to escape drowning and make it to shore. The sub captain is also aboard; treat him as a mercenary, as per the Campaign Book, p. 27.

U-Man fights any costumed hero without a moment's hesitation, hoping to gain status in the eyes of the Reich. He wants to capture a few heroes and bring them alive to the submarine, where they can then be taken to a German destroyer in the Atlantic and transferred to Germany. He will not retreat unless he has less than one-quarter of his Health points left; then he dives into the water and swims to the bottom, out of reach of the heroes.

The sailors in the complex split up into groups of two as they patrol the streets, wondering where the Americans went. They tend to avoid closing with costumed heroes, firing their sub-machine guns and throwing grenades instead. If one member of a team is knocked down, the other man will not leave him. Small groups will quickly reform into larger groups once danger threatens, and the men have been trained to set up ambushes and crossfires whenever possible. They, too, try to capture heroes, as they stand to gain medals and promotions for doing so. If the sailors see U-Man knocked out of the fight, they will flee for their U-boat without trying to rescue him.

AFTERMATH

U-Man, like other previously captured Nazi villains, at first refuses to talk. However, if shown that other super-Nazis have been caught, he might be made to talk according to the rules in the Campaign Book (p. 28).

U-Man claims that he was hired by Baron Blood for this mission. He has no idea of what he's supposed to be looking for and cares nothing about the Manhattan Project. He only wants to become the ruler of Atlantis, supported by his Nazi buddies. He pretends to be as cooperative as possible, but will escape at the first opportunity.

The sailors with U-Man know less than he does. They were to raid the research base and destroy as much of it as possible. They cannot offer more than that.

After the battle, the characters are met by a grim Army general. The entire raid against the Barclay Research Center was only a feint. American intelligence now believes that the Nazis meant for the Americans to discover the leads to the Barclay raid, as a second raid went uninterrupted on the New Jersey coast. An important scientist was kidnapped by other Nazi raiders, and an experimental prototype of the project's weapon was picked up.

Early reports from the area say that a dense fog rolled in and hampered security efforts. Several guards were discovered in a dazed condition, two of them with unusual neck wounds and severe anemia. Both soldiers are being hospitalized, but should recover. (They will not turn into vampires later.)

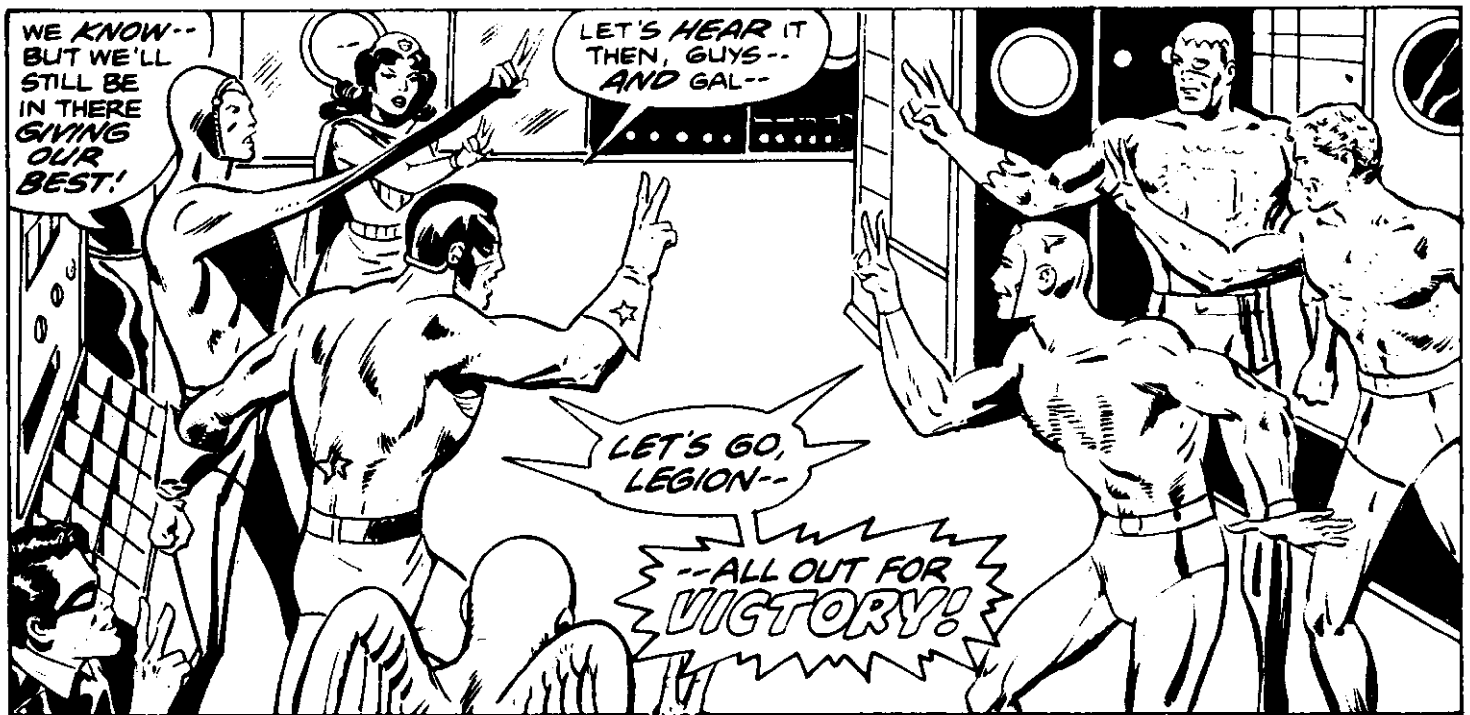
The Liberty Legion and Spirit of '76 are given two days off to rest. Each hero may regain up to twice his or her Endurance rank in Health (or double this rate for each day spent in bed).

U-Day KARMA

Capture U-Man	+40
Prevent U-Man from entering research buildings	+40
Prevent sailors from bombing any buildings	+30
Capture U-boat intact	+20
Each enemy sailor captured	+10
U-boat destroyed	No loss
Each enemy sailor that escapes	-10
Dog in Barclay Center harmed	-10
Each hero captured/incapacitated	-20
Loose talk about Manhattan Project	-20
Planted notebooks taken by Nazis	-20
U-Man's camera (with pictures taken by Nazis)	-20
U-Man destroys any equipment	-20
U-Man escapes	-40
Any enemy killed	-All

Other Karma awards and penalties may be given out as the Judge sees fit, as per the Campaign Book. Though the planted notebooks are useless to the Nazis, Karma is still lost for their theft, as the heroes were to prevent such an action anyway.

Chapter 4: THE FINAL COUNTDOWN



CAMPAIGN

Read the following to the players.

Two days have passed since the fight at the Barclay Research Center. You are now back in New York City, and are broadcasting a special radio show featuring a conversation with Spirit of '76. "Six" is retelling his experiences with the Crusaders in fighting Axis aggression in Europe. Suddenly, the broadcast is jammed by a more powerful transmitter. As the static clears, a dreadful, hissing voice comes from the speakers.

"Your petty broadcast has been temporarily cancelled so that I may issue the following ultimatum. At this moment, I, Baron Blood, have taken control of the top story of the Empire State Hotel, in downtown Manhattan. We have in our possession a new type of powerful bomb, which we acquired from your own corrupt and incompetent military.

"The bomb has been armed, and it is set to go off in exactly 24 hours. Only I am able to stop the

bomb from exploding. I will gladly do so if I receive news that American troops are going to be withdrawn from Britain and Africa, and that the American government will negotiate peace with the Axis powers.

"Do not attempt to attack me! I am able to cause the bomb to explode at any time. The blast alone would reduce all of the Lower East Side of Manhattan to smoldering rubble. If you don't believe me, ask your military scientists. That is all. Sieg Heil!"

The Liberty Legion is aware that Baron Blood is a vampire and that the only way to stop him is to destroy him. Anyone making a Green Reason FEAT may remember the sorts of devices that slay a vampire, as listed under Baron Blood's capsule description at the end of this module. Obtaining these devices in a hurry may prove difficult, however.

Dark storm clouds fill the sky outside over New York City. Upon reaching the 35-story Empire State Hotel (down the street from the Empire State Building), the heroes find the area jammed with spectators. Military police and New York

City cops are just now starting to arrive and are trying to cordon off the building and evacuate everyone from a one-block area around the hotel. (Remember, no one in 1944 has any idea of what sort of bomb the Army has been working on, or what kind of power atomic weapons have.) As soon as they see any costumed heroes, the police and military men will escort them to a command post set up across the street from the hotel.

The colonel in charge of the military forces there is on a radio linkup to the governor of New York state, the mayor of the city, and President Roosevelt. After many "Yes, sirs" and "No, sirs," the harassed colonel hangs up and tells the heroes that they've got their work cut out for them. The President, the governor, and the mayor all agree that the American government cannot give in to the demands of the Nazis. The heroes must try to disarm the bomb and bring Baron Blood and his henchmen to justice. The assault on the building must begin as soon as possible. It is now 2 P.M.

The only map required for this adventure is the one appearing in the game accessory MH AC 6, *New York, New York*, on the inside cover of the module. Use the Manchester Hotel's Penthouse Suite Level for the top floor of the Empire State Hotel, only changing the room numbers to 3501-3504. The Judge

may detail the floor further to show the location of furniture, potted plants, lights, electrical outlets, and so forth. The storage area is filled with cleaning supplies, linens, spare furniture, tools, extra carpeting, wastecans, extra light bulbs, and mops and brooms. The stairs going up lead to the roof.

The outside walls of the hotel are of Remarkable-strength material (reinforced concrete). The floors and ceilings are also of Remarkable strength. The interior walls are of Typical material, and the doors are also Typical strength. Furniture is of Poor strength. Windows are Feeble strength. The elevator doors are of Good strength; the elevator car has Typical armor (partially shielding those inside from grenade blasts), and the elevator cables are Excellent strength.

BATTLE

Baron Blood, his men, and the bomb were landed on the roof of the hotel the night before by VTOL. Since then, the Baron has been using hypnosis to control hotel employees and set up his base of operations on the 35th floor.

Any costumed figure entering the building during daylight (unless disguised or hidden) has a 95% chance of being spotted by the Baron's men. Any flying figure is automatically seen and reported. The Baron will then turn on his radio and announce that any interference by so-called heroes will cause him to detonate the bomb in his possession (see below). He avoids carrying out this threat unless the heroes actually break into the 35th floor and enter combat with the Nazis there.

The Baron's men have jammed the elevator circuitry. Anyone with electrical or mechanical skill (or an appropriate super-power) may repair the elevators and use them to head for the 35th floor. However, the guards outside the elevators on the top floor will immediately notice the elevator's movement and will report it. In addition, they will force the elevator doors open and will drop hand grenades down upon the elevator's roof. Forcing the elevator doors open requires a Red Strength FEAT roll for one man, a Yellow FEAT roll for two or three men, and a Green FEAT roll for four or more men. One attempt takes one round.

The heroes may climb the stairs, though this will be exhausting. Heroes with an Endurance of Excellent or better may run up the stairs without rest-

ing before battle. Those with Good Endurance have to rest one round at the top of the stairs before fighting (unless an Endurance FEAT is made). Those with less than Good Endurance require frequent rests on the way up, unless walking. Those with Poor or worse Endurance have to rest while walking upstairs.

A number of people may be found on the 35th floor. Four soldiers armed with two grenades, a dagger, and a submachine gun apiece (in full SS combat uniform) patrol the corridor outside the elevators. Three similarly equipped soldiers stand at the top of the staircase by the storage room door; two other soldiers are on the building's roof (which is flat and has two air ducts, without elevator access), looking over the edge of the building with binoculars. In addition, the super-powered Iron Cross™ is also on the roof, watching for aircraft. A VTOL similar to the one used in Chapter 2 is parked on the roof beside an air duct. No military aircraft have flown over the building yet, so the VTOL hasn't been spotted. The VTOL pilot is resting inside the plane, which also contains the radio transmitter.

Suite 3501 has been turned into a temporary cell for captured hotel employees and guests. Two bellboys, two married couples, a businessman, and a

maid are being kept here under guard by two other soldiers, equipped as above. The guards are not prone to use their weapons to kill their prisoners, preferring to use them on any heroes they see. If any heroes attempt to break into the room, the businessman (an ex-NYC cop, using police statistics in the Campaign Book) will join the fight.

Suite 3502 contains the bomb, a primitive fission device looking like a large, wired-up crate (weighing 400 lbs.). It's guarded by three soldiers and Baron Blood. In addition, the scientist captured in Chapter 3, Dr. Horatio Martin, is present. He is the only man who can defuse the bomb, a process that takes only two rounds unless Baron Blood has pushed the red button on top of the bomb. If this happens, the bomb will explode in twenty rounds. (Defusing it then takes four rounds.) Baron Blood will then order all Nazi soldiers and super-characters to the roof, where they will board the VTOL and escape. However, Baron Blood will drop Dr. Martin off the roof before he goes, so that no one will be able to stop the explosion. A hero with knowledge of electrical workings can disarm the bomb after six rounds of work on a Yellow Reason FEAT roll. Certain mutations or powers might also be helpful.

The power of the bomb is determined



by the relative success or failure of the heroes in the previous chapters. The bomb is not well designed and would not normally produce the enormous fireball that we are accustomed to seeing. The bomb is powerful enough to generate partial fission if the Axis super-agents have gathered enough information from the Americans beforehand.

The bomb has a basic destructive power that is augmented as outlined below. At present, the bomb cannot generate a nuclear blast, but the explosive casing around the bomb can scatter radioactive material across the 35th floor and out through the windows into the streets below. The blast causes Incredible damage to anyone in the same area with the bomb, Remarkable damage to all one area away, and Good damage to anything two or three areas away. The radioactive material does Feeble damage to anyone within the area where the bomb explodes and all areas immediately adjacent to it; this damage is taken every round until the affected characters leave the area and clean themselves off. The blast also smashes the roof and floor of the room.

The theft of the notebooks in Chapter 1, the theft of material from the Stag Field station in Chapter 2, and the pictures taken by U-Man in Chapter 3 each contribute to the power of the bomb. If only one of the above incidents occurs, the bomb will function as above, but the radioactive material spread around the area will do Poor damage every round (as it has been better refined). If only two of the above incidents occur, the blast will do Amazing damage to the area in which it rests, Incredible damage to all things one or two areas away, Excellent damage to all out to four areas, and Typical damage out to six areas. The radioactive material from the bomb's core will do Poor damage every round as above, to anyone who enters the blast zone.

If all three incidents occur, the bomb will be capable of partial fission. The fireball will destroy the upper five floors of the hotel, showering a wide area of Manhattan with radioactive debris and broken concrete. Dozens of people will be killed, hundreds will be injured, and military authorities will take days to clean the area up. The incident will spur America's war effort, greatly angering the people and the government, and will turn an already terrible war into one of great savagery. Moves will be made to speed development of the atomic bomb, with the intent of using the first one against Berlin in late 1944. The Judge

should handle these developments as he or she sees fit.

The blast does Unearthly damage to anyone within five areas of the center of the explosion. The damage decreases over area until it reaches Poor levels at twenty areas away. The fallout from the blast does Poor damage every round to anyone in the building, and does Feeble damage to anyone within the area of the blast across Manhattan every hour, until cleaned up. Baron Blood and all who escaped in the VTOL are not affected.

However, if the misleading documents in Chapter 3 are stolen by U-Man or others, the power of the bomb is dropped by one level. The base power of the bomb cannot be reduced beyond the lowest level mentioned above.

At present, Dr. Martin is under Baron Blood's hypnotic control. He has been putting the finishing touches on the bomb, using the materials that the Baron has had stolen by others. He will not fight any costumed heroes, as he is too aware of his poor physical condition (FASE scores are all Poor; Reason is Remarkable in nuclear physics and Excellent otherwise; IP scores are each Good).

Suite 3503 has been converted into a temporary barracks for Nazi soldiers. Two soldiers are present, resting from their tour of guard duty. Their equipment and weapons lie by their beds. A backpack beneath one bed contains \$52,000 in cash, jewelry, and other valuables stolen from the people on this floor. Suite 3504 is not in use, though it has been searched for valuables.

Baron Blood can use the storm to attack heroes with lightning bolts (requiring a Green Agility FEAT roll) or wind storms. He makes maximum use of all of his powers in a conflict, always acting with cunning and malign intent.

AFTERMATH

The aftereffects of the bomb explosion are detailed above. Once the heroes have managed to prevent the explosion, the Army will be pleased, but will pressure the heroes to say as little as possible about the incident, for reasons of national security. Presidential citations will come, though the citations will be carefully worded to avoid mentioning the incident directly.

A news blackout is imposed on the whole adventure, with the Army simply refusing to discuss any details of the episode. The heroes have to play along, never discussing the fact that they foiled the first nuclear ransom.

Iron Cross, if defeated and captured,

talks as outlined in the Campaign Book (p. 28). He knows only that he was to guard the bomb, about which he knows nothing, and assist Baron Blood in any manner that he could.

Baron Blood never reveals the details of his mission. He will not stand to be captured, and will fight until slain or until he escapes. He has no interest in capturing a hero — he only wishes to drain them of blood and turn them into vampires for the cause of the Axis powers! Because she can fly and is rather attractive, he has his eyes set on Miss America in particular for a role as his vampiric assistant.

The soldiers know nothing about the bomb. They were brought along only to assist the Baron in any ways they could.

Dr. Martin remembers little about his captivity, except that he is ashamed that he served Baron Blood so willingly (even if he didn't mean to do so).

Once the adventure ends, Spirit of '76 will return to Britain and the Crusaders. The Liberty Legion members will be given a rest for a few days — but they have a war bond rally at Yankee Stadium coming up. . . .

<i>The Final Countdown</i> KARMA	
Prevent bomb from exploding	+ 100
Iron Cross captured	+40
Doctor Martin rescued	+30
VTOL captured intact	+20
Each captive rescued from Nazis	+10
Each Nazi soldier captured	+10
Baron Blood slain	No loss
Each Nazi soldier escaping	-10
VTOL destroyed	-15
Each hero captured, incapacitated, or controlled (by Baron Blood)	-20
Loose talk about the adventure	-25
Dr. Martin killed by Baron Blood	-30
Dr. Martin injured by heroes	-30
Iron Cross escapes	-40
Bomb explodes (non-nuclear)	-50
Baron Blood escapes	-50
Enemy or friendly person killed by heroes	-All (for killer)
Bomb explodes (nuclear)	-All (for entire group)
Other Karma awards and penalties may be given out as the Judge sees fit, as per the Campaign Book.	

SUDDEN DAWN'S VILLAINS

BARON BLOOD™

Lord John Falsworth

Agent of the Super-Axis

Fighting: EXCELLENT (20)

Agility: REMARKABLE (30)

Strength: REMARKABLE (30)

Endurance: INCREDIBLE (40)

Reason: GOOD (10)

Intuition: EXCELLENT (20)

Psyche: REMARKABLE (30)

Health: 120

Karma: 60

Resources: EXCELLENT

(backed by Nazi Germany)

Popularity: -30 (in U.S.A.)

Powers:

ANIMAL CONTROL. Baron Blood is able to summon and completely control bats, rats, mice, and wolves. This power is Incredible in nature. A swarm of bats, rats, or mice arrives on the round following the start of his summons, and attacks any one area the Baron desires within four areas of himself. The swarm has the following statistics:

F	A	S	E
Good	Typi	Feeb	Exce

If a hero inflicts 38 points of damage on the swarm of creatures, it disperses and is gone. A swarm only attacks those in the area the Baron designates, and does Typical damage to everyone in that area every round. The swarm always gains initiative. Those leaving the area continue to be attacked (rats have Feeble and bats Typical Speed).

If wolves are available, use the statistics for Guard Dogs in the Campaign Book, p. 30. Wolves, as above, only attack those within a particular area the Baron designates within a four-area radius of himself.

FLIGHT. Baron Blood is able to fly without transforming himself into a bat. He can move 6 areas per round in this manner, which may be a form of psionic levitation.

HYPNOTISM. Anyone looking at Baron Blood for longer than one round must make a Psyche FEAT roll to avoid being hypnotized by him and falling under his complete control. A Red FEAT is required if one's Psyche is less than Remarkable; a Yellow FEAT is needed if one's Psyche is Remarkable, and a Green FEAT if one has a Psyche of Incredible or better. Hypnosis lasts six rounds, but the Baron must not fight.

POISON RESISTANCE. Any toxic substance eaten or injected into Baron Blood's system affects him normally, but is not capable of causing his death. Assume that he always has at least 8 Health points left, no matter how large a dose of poison is given him.

REGENERATION. Baron Blood's regenerative powers are Unearthly in nature, allowing him to recover up to 100 Health points at the beginning of each round. He loses this power in direct sunlight. This power does not operate against certain attack forms described below and cannot be used to regenerate lost limbs.



VAMPIRIC BITE: If Baron Blood is able to make a Red FEAT roll on the Grappling table, he can bite his held victim and drain him or her of blood. The bite inflicts Typical damage every round, but if the hold isn't broken before the victim dies, the victim's body will arise in three days as a vampire. Anyone who suffers a loss of over half his or her Health to a vampire's bite will develop into a vampire in 2-20 weeks, being under the complete influence of the attacking vampire until then. The lost Health cannot be recovered, and the medical science of the 1940s cannot stop the onset of vampir-

ism. Note that aliens, robots, androids, and nonhumans (including Jack Frost) cannot become vampires and cannot be drained of blood in this manner.

WEATHER CONTROL. Baron Blood can control weather with Remarkable ability; he can be assumed to control all the weather upon any particular campaign map that he occupies. Fog reduces visibility to a one-area radius around a character. Heat waves and cold snaps would cause Feeble damage to everyone with an Endurance of Typical or less. Baron Blood can summon lightning once per three turns (Remarkable damage), cause winds of Remarkable strength (forcing heroes with Excellent flight or less to land or crash), or produce rain, hail, or snow for five rounds.

VULNERABILITIES. Though he is an exceptionally powerful vampire, Baron Blood has certain vulnerabilities that are common to all such creatures. He can tolerate brief periods of sunlight (up to half an hour) without harm, due to cosmetic surgery performed upon him by Nazi scientists. If he remains in sunlight beyond this period, his FASE scores suffer a loss of one rank each for every two rounds he continues to stay in direct sunlight (to a minimum of Poor). When all of his scores reach the minimum of Poor (Health = 8), he disintegrates in the following round and turns into dust. Unless the dust is scattered (which will permanently destroy Baron Blood), the dust will mystically reform into the Baron in five rounds, once placed in darkness.

Baron Blood must satisfy his craving for fresh blood at least once every other day. It is assumed that the Nazis are supplying him with fresh blood during the course of this adventure, though he might not be adverse to taking some from a hero.

Though most vampires become comatose in daylight, Baron Blood is able to operate normally during the day. He must spend some time asleep, however, in a coffin filled with soil from England. Unlike other vampires, Baron Blood cannot shapechange due to his operation.

Baron Blood will not come closer than one area to anyone who wears garlic or holds aloft a religious symbol in which the bearer has faith. The touch of a holy symbol wielded by a true believer causes damage equal to the attacker's Psyche rank. Baron Blood avoids mirrors, though they cause him no harm, because he casts no reflection in them. His image cannot be captured on photographic film.

Weapons made of silver or wood cause Baron Blood great pain, and he actively avoids combat with anyone using such devices — even fleeing if necessary. Running a wooden stake or silver blade into his heart (a Red FEAT on the Hack-&-Slash chart) instantly slays the Baron, but removing the weapon from his body causes him to come to life again, even if his body has fallen into dust. This process takes only five rounds. Baron Blood cannot regenerate damage from a heart strike until the weapon is removed. Beheading the Baron (requiring a Red FEAT roll with a large bladed weapon and at least Excellent Strength, using the Hack-&-Slash chart) also kills him.

Baron Blood was not permanently destroyed until long after the end of the Second World War, when Captain America finished his career. For the purposes of this module, killing the Baron in one of the above ways should be suitable, so his death will not be permanent. His family will wish his remains returned for burial in England.

Talents: Baron Blood has Excellent Reason in matters of the occult.

Background: Baron Blood was a member of the British aristocracy, a young nobleman who sought the tomb of Dracula in hopes of reviving and controlling him. Unfortunately, Dracula bit and killed Lord Falsworth, turning him into a vampire. Lord Falsworth was sent to Britain before World War I to wreak havoc, and he became an assassin for the Germans, killing many high-ranking British leaders. Wounded by the first Union Jack™, Baron Blood (as he was code-named by the Germans) fled. He made contact with the Nazis during their rise to power, was operated on to gain special powers at the cost of his other abilities, and returned to England. He again started a reign of terror, which was ended by the Invaders and Union Jack. He was resurrected, however, and joined the Super-Axis cause.

Baron Blood has no compunctions about killing and is an inhumanly evil foe. He hates British figures, especially those of the aristocracy.

AGENT AXIS™
Real name unknown
Super-Axis spy

Fighting: REMARKABLE (30)	Health: 100
Agility: REMARKABLE (30)	Karma: 46
Strength: EXCELLENT (20)	Resources: EXCELLENT
Endurance: EXCELLENT (20)	(backed by Axis powers)
Reason: GOOD (10)	Popularity: -5 (in U.S.A.)
Intuition: REMARKABLE (30)	
Psyche: TYPICAL (6)	

Powers: No special powers

Talents: Agent Axis is an expert with all forms of firearms and sharp weapons. He is also a marksman and excels in martial arts and wrestling. His Reason in military matters is Excellent, and he has Incredible Reason in espionage.

Background: Agent Axis was the product of the accidental merging of three master spies (one German, one Italian, and one Japanese) into one body. He is now employed by the intelligence services of all three Axis powers.

MASTER MAN™
Wilhelm Lohmer
Agent of the Super-Axis

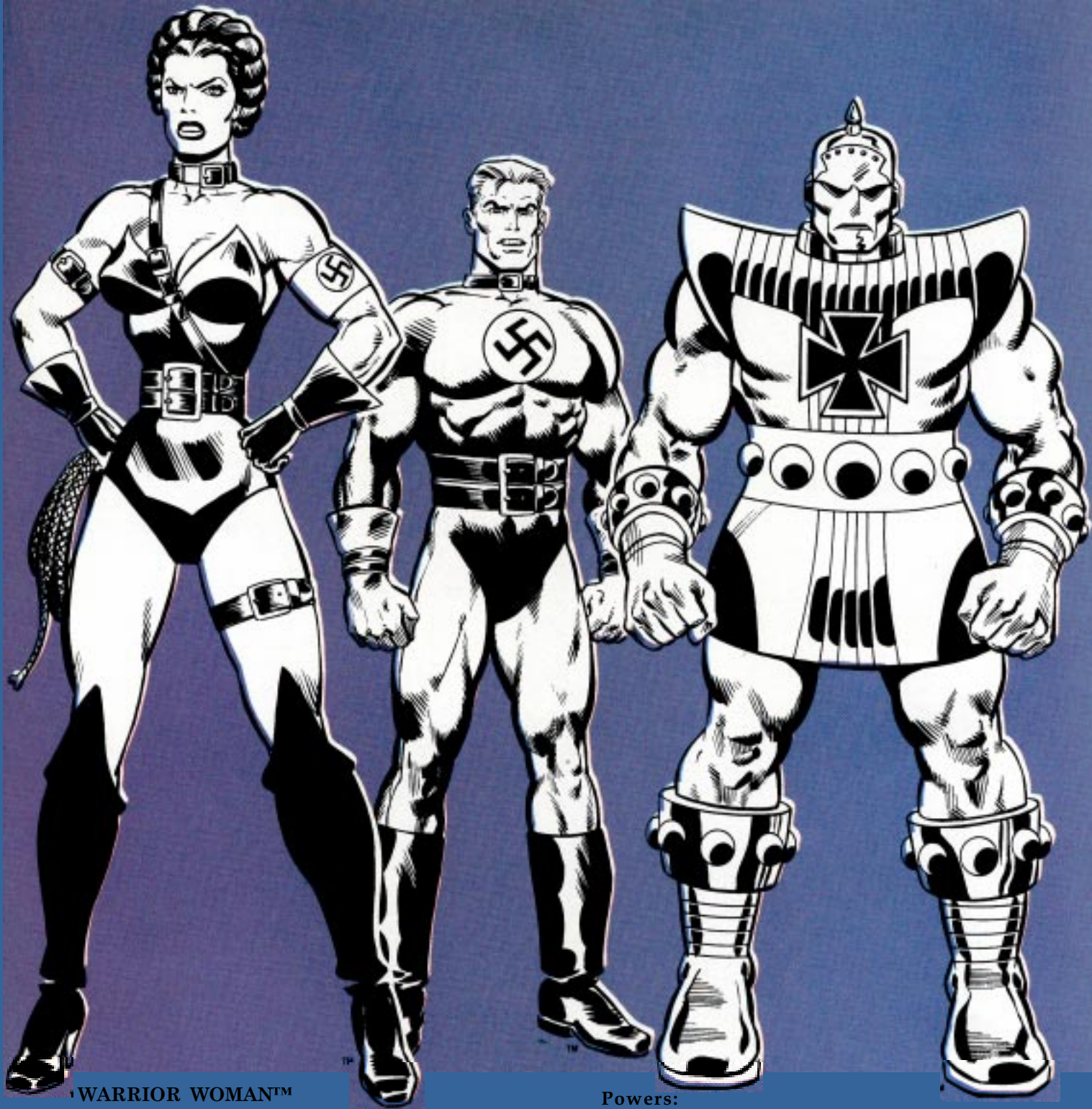
Fighting: INCREDIBLE (40)	Health: 120
Agility: GOOD (10)	Karma: 12
Strength: REMARKABLE (30)	Resources: GOOD
Endurance: INCREDIBLE (40)	(backed by Nazi Germany)
Reason: POOR (4)	Popularity: -5 (in U.S.A.)
Intuition: POOR (4)	
Psyche: POOR (4)	

Powers:

FLIGHT. Master Man can fly at 6 areas per round with Typical control and agility in the air.

Talents: None

Background: Wilhelm Lohmer was injected with a Nazi-produced variant of the Super-Soldier formula that gave Captain America his powers. The formula gave him the power of flight in addition to increasing his physical abilities. Master Man is prone to take orders from any (Nazi) authority figure and is not very intelligent. An arrogant fighter, he hates the Liberty Legion with a passion.



WARRIOR WOMAN™

Frieda Ratsel
Agent of the Super-Axis

Fighting: EXCELLENT (20)
 Agility: GOOD (10)
 Strength: INCREDIBLE (40)
 Endurance: INCREDIBLE (40)
 Reason: GOOD (10)
 Intuition: GOOD (10)
 Psyche: TYPICAL (6)

Health: 110

Karma: 26

Resources: GOOD

(backed by Nazi Germany)

Popularity: -5 (in U.S.A.)

Powers:

HYPNOTISM. Frau Ratsel is highly skilled at hypnotism. If she can work with a captured or willing subject, she can force the victim to tell her any information he knows, unless the victim makes a Yellow Psyche FEAT roll. Only one roll is made per victim per day.

Talents: Frau Ratsel has Excellent knowledge of espionage, having been a spy before she gained super-powers.

Background: Frau Ratsel received another variation on the Super-Soldier formula, growing to 10' in height as a result of a laboratory accident. She hates all men except for the Fuhrer, and is sadistic in nature. Warrior Woman sometimes uses a whip (range: one area; Typical material; Incredible damage; can entangle foes on a Bull's-Eye).

U-MAN™

Meranno Citizen of Atlantis

Fighting: REMARKABLE (30) Health: 130
Agility: EXCELLENT (20) Karma: 18
Strength: AMAZING (50) Resources: GOOD
Endurance: REMARKABLE (30) (backed by Nazi Germany)
Reason: TYPICAL (6) Popularity: -5 (in U.S.A.)
Intuition: TYPICAL (6)
Psyche: TYPICAL (6)

Powers:

ATLANTEAN POWERS. Meranno is an Atlantean, and as such he can breathe underwater indefinitely through his gills and swim at 5 areas per round. He can move around on land in the open air, but takes 1 point of damage every round for the first 20 rounds (10 minutes) that he is on the surface. After that, he takes 10 points of damage per round from suffocation until he can get to the water again. In addition, his FASERIP abilities shift down one rank every two rounds; again, this occurs only after the first 10 minutes out of water, and will reverse itself once he is in water again.

Meranno's vision is sensitive to green light, allowing him to see well underwater.

DENSE FLESH. Meranno has Excellent body armor from his thick skin, and has Excellent resistance to cold.

Talents: None

Background: Meranno managed to artificially heighten his strength. In exchange for his work in defeating the Allies, he was to be made ruler of Atlantis by the Nazis, in place of his hated enemy, the Sub-Mariner.

IRON CROSS™

Helmut Gruler Agent of the Super-Axis

Fighting: EXCELLENT (20) Health: 44/94
Agility: POOR (4) Karma: 16
Strength: GOOD (10)/ Resources: GOOD
INCREDIBLE (40) (backed by Nazi Germany)
Endurance: GOOD (10)/ Popularity: -5 (in U.S.A.)
REMARKABLE (30)
Reason: TYPICAL (6)
Intuition: POOR (4)
Psyche: TYPICAL (6)

Resources: GOOD (backed by Nazi Germany)
Popularity: -5 (in U.S.A.)

Powers:

BATTLE SUIT. All of Iron Cross's powers come from his armored battle suit, which enhances his Strength, Endurance, and Health. The suit allows Iron Cross to fly at 6 areas per round with Typical control, and grants him Remarkable protection against physical attacks and Good protection from energy attacks. Furthermore, the gauntlets of the suit fire either electrical bolts or beams of intense cold. These do Remarkable damage at a 3-area range. The suit can discharge sleeping gas to cover the area in which he is standing (Yellow Endurance FEAT required to withstand the effects) and has fire extinguishers of Excellent power.

If his armor takes damage from heat or fire, it must make a yellow FEAT roll (on the Good column) or else the circuits will fuse, rendering the armor immobile and nonfunctional.

Talents: None

Background: Helmut Gruler is a German champion who wears a suit of armor created by Professor Franz Schneider. He is fanatically loyal to the German cause and despises all Allied heroes.

Average Nazi soldier

Fighting: GOOD (10) Health: 32
Agility: TYPICAL (6) Karma: 16
Strength: TYPICAL (6) Resources: TYPICAL
Endurance: GOOD (10) Popularity: -1 (in U.S.A.)
Reason: TYPICAL (6)
Intuition: TYPICAL (6)
Psyche: POOR (4)

Talents: Military skill; also, shift to right one column when using knives, handguns, rifles, or submachine guns. See the Battle Book (p. 14) and the Campaign Book (p. 17) for more information on weaponry available to soldiers. The Judge may have selected soldiers with other talents, such as Marksman, Weapon Master, Martial Arts, Wrestling, Thrown Weapons, Blunt Weapons, and so forth.

Average Nazi secret agent

Fighting: GOOD (10) Health: 28
Agility: TYPICAL (6) Karma: 26
Strength: TYPICAL (6) Resources: TYPICAL
Endurance: GOOD (6) Popularity: -3 (in U.S.A.)
Reason: GOOD (10)
Intuition: GOOD (10)
Psyche: TYPICAL (6)

Talents: Each agent has one or two weapons (usually a handgun or knife) with which he shifts one column to the right. Agents also have Excellent knowledge of espionage matters. See the Battle Book (p. 14) and the Campaign Book (p. 17) for more information on weaponry.

A Selected Bibliography

The full story of the creation of the Liberty Legion may be found in the following magazines: *Marvel Premiere*™ #29 (April 1976), *The Invaders*™ #6 (May 1976), and *Marvel Premiere* #30 (June 1976). Spirit of '76 and his allies in the Crusaders made their first appearance in *The Invaders* #14 (March 1977). Various issues of *The Invaders* comics detailed other Allied and Axis characters who fought on the battlefields of World War II.

Credits

Designed by Wild William Tracy
Edited and developed by Rickety Roger Moore, with proofreading assistance by Pugnacious Pat Price.
Illustrations by the Mighty Marvel Bullpen and Jumbo Jeff Butler
Production work by Rapid Roger Raupp and Kwik Kim Lindau
Special assistance from "Indiana Harold" Johnson and Delightful Deborah Highley.